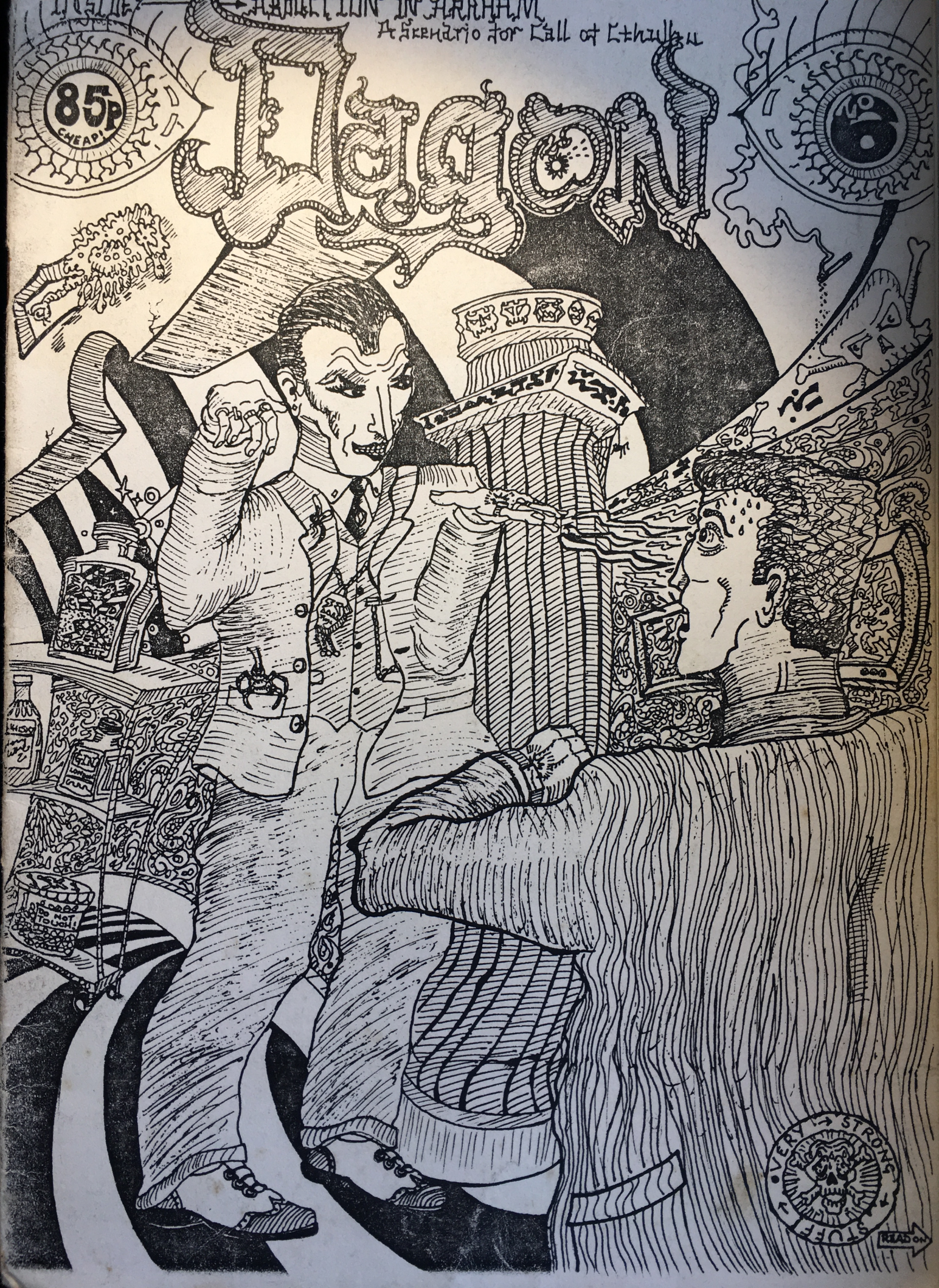
Legion

85p CHEAP!

No 6

ABOMINATION IN ARKHAM

A Scenario for Call of Cthulhu



Editorial

DAGON issue 6
March/April 85

Ah, we meet again my fiendish followers, so welcome to another tentacled issue of DAGON fanzine. Now gather around an' I'll tell yer the latest, and stop them teeth chattering, we can't let every Tomb, Dark and Hairy, know we're here can we. So if your safely wrapped up in your strait-jackets, then I'll begin.....
Inside this issue is another spine tingling scenario by Mr. Ford, entitled 'Abduction in Arkham' in case you didn't know it is a kind of follow-up to H.P. Lovecraft's 'The Dreams in the Witch-House'. For all you Keepers just writhing for more Cthulhu Mythos Knowledge and all it's hidden clauses (1D10 San loss should be appropriate), there's a nasty little essay detailing the hierarchy of the Cthulhu pantheon, I hope you find it useful in your refereeing, he, he. On top of all that there's a new monster race just waiting to get loose into your campaigns and much more creepy stuff just waiting to ooze out into your horror filled minds.....Aaarrghh

Mr. Ford has kindly allowed me to have a regular column in DAGON, you know the one -Dr. Phibes Prescribes. So if there's any editors out there, who would like to see their 'zine given a mention, do send 'em in, I could do with a GHOULd read. A big thankgoo to all those creatures who have already sent their zines in, I hope you get some response to them. My apologies go to all the zines that have arrived at the morgue a little too late, like Blood, Guts and Beer, Runestone etc. I shall give them a mention next issue.

I am afraid that Mr. Ford has not been feeling himself lately, (I told him to keep away from Soho.... He say's he was looking for Maldine Square...Bah. - extremely fine 'In-Joke' for Phibes enthusiasts only). But seriously pales, he has a bit of a sore throat, due to too much writing! ..... You see when he refused to let me write this editorial, I'm afraid that my hands went a little too far, and found themselves wrapped around his neck. I can hear 'im spluttering now, poor THING! Still let's forget 'im fer a minute, I've got something very important to tell yer. Issue 7 may be transformed to A5 size, I regret this but due to the high demand for DAGON, the card covers are difficult to obtain in high quantity. You see I now bribe a certain 'Guillotine Operator' - that's what he is - honest, into obtaining the card, but having to meet demand and print more copies, I'm afraid I just can't get the stuff. So that's my excuse, however there should be a few more pages in future issues and a lot more content. Never-the-less, I shall keep searching for a place where I can get more card, just fer you!

You will have noticed a change in cover price this issue to 85p, however this should not affect monsters purchasing through the post as you pay that anyway, and it does seem pointless to keep advertising DAGON as 55p plus 30p post.

Anyway, do keep your orders flying in, as well as any contributions that you might have. Remember to use your votes in the annual fanzine polls that pop up in the likes of White Dwarf, Imagine, Gamesday etc. Many thanks to all tentacles reading this issue and keep them investigators scared.

I must disappear now, 'cos I hear Mr. Ford spluttering in the background, I suppose I had better go an' administer the 'Coffin Mixture' He, He, He....

Dr. Anton Phibes.

IMPORTANT NOTICE: ALL BACK ISSUES ARE NOW SOLD OUT, sorry!

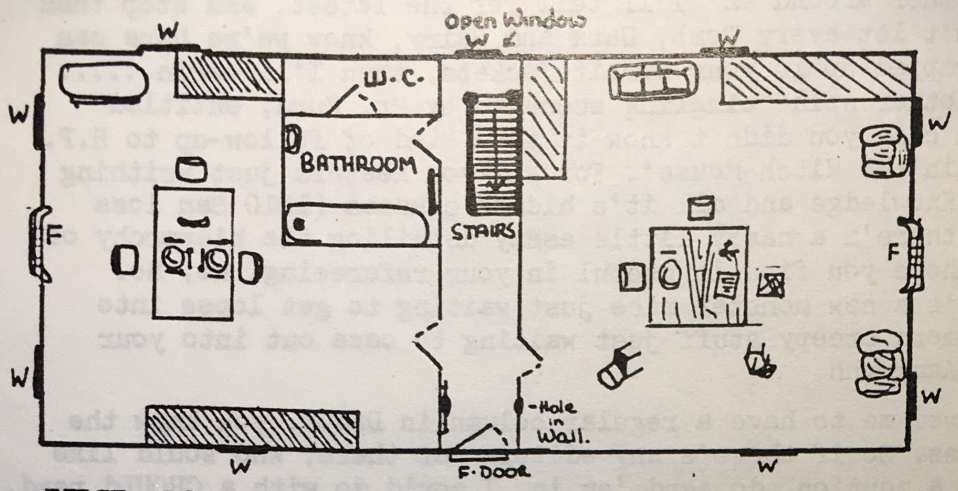
PRESS REPORTS..PRESS REPORTS..PRESS REPORTS..PRESS REPORTS..PRESS REPORTS..PRESS REP

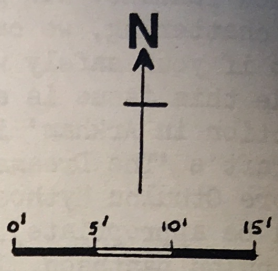
Hi, I've just received the excellent news that a new Dr. Phibes film is being made entitled 'Phibes Resurrected' starring Vincent Price as the good doctor and directed by George A. Romero - of Zombie, Dawn of the Dead fame. The release is scheduled for 1985, but knowing Romero and Co. It'll probably be out in 1986! Still that is excellent news, DAGON will keep you informed with this monstrosity.

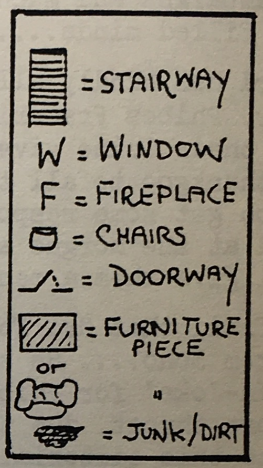
JUST HEARD..... Mark Chorvinsky, one man mastermind of a certain 'Strange Tangents' is planning to film 'Creatures of Darkness' an H.P. Lovecraft inspired tale....

THE WITCH-HOUSE

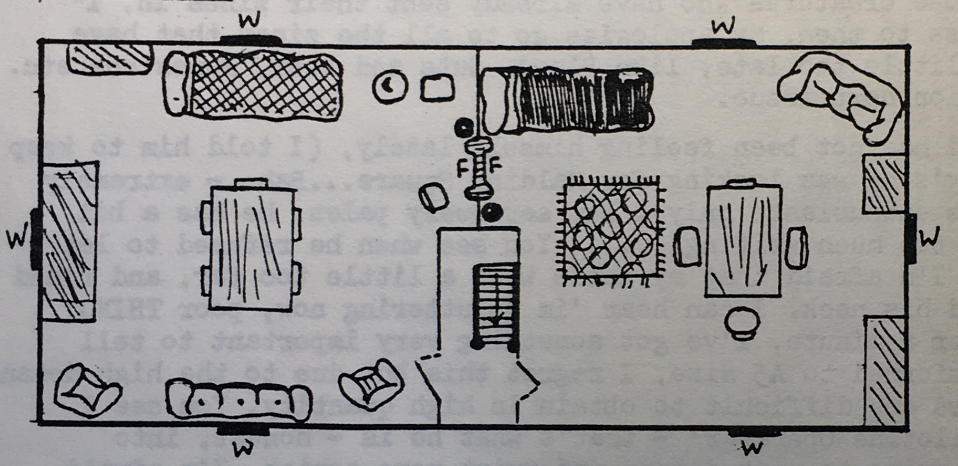
GROUND FLOOR





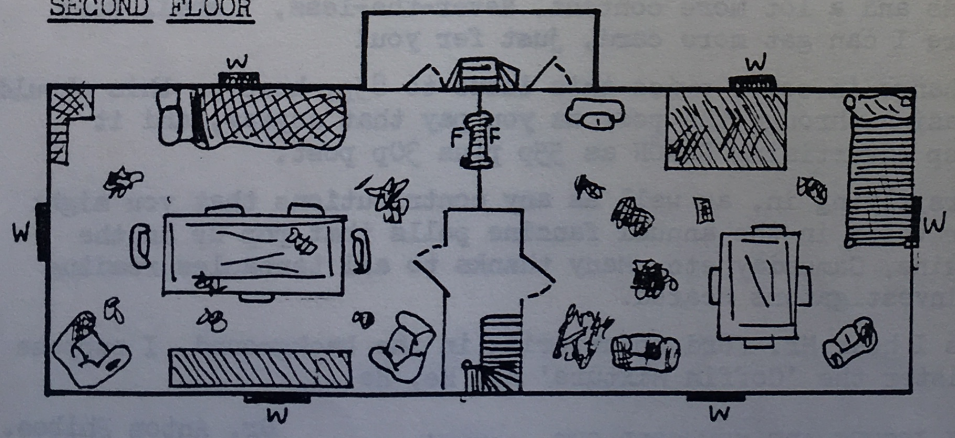


FIRST FLOOR

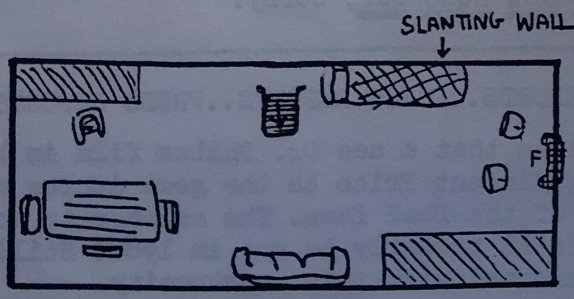


(c) Carl T. Ford 85.

SECOND FLOOR



ATTIC



The Scale is included for all the CTHULHOIDS in J. B. SHAW's Manchester group. I hope this restores some of your sanity!

- Dr. A. Phibes

Abduction in Arkham a Call of Cthulhu scenario by Carl T. Ford.

The following scenario has been designed for a party of 2-3 investigators, with some game experience. As always Keepers are at liberty to modify or enhance upon anything that appears in this scenario to improve playability for all concerned.

KEEPERS INFORMATION.

The scenario is a follow-up, if you like, to the short story entitled 'The Dreams in the Witch-House' by Lovecraft. The setting is Arkham, New England and the year - 1940.

Anita Fellows, a descendant of the infamous witch Keziah Mason has recently bought the old 'Witch-House' situated at the corner of Pickman and Parsonage Streets (see Arkham Map in sourcebook). She has inherited many of her great, great, grandmothers books and notes concerning the practise of witchcraft and she plans to resurrect her dead ancestor so that she may walk the earth again. Anita has studied the spells in the evil volumes and now awaits May eve, Walpurgis Night, (about five days time) when she will attempt to call upon the powers of Nyarlathotep in the guise of the 'Black Man' to aid her in her quest.

Fellows has enlisted the aid of a 'Familiar' - a demon like animal that acts as a messenger, spy and magical aide-de-camp. Fellows and the familiar which is male and called Yarct Ferris have established a phychic link between eachother, by feeding Ferris drops of her own blood mixed in with it's food. Ferris is also fed via a third nipple (or Devil's mark) located upon Anita's left elbow.

The young witch has recently called in several decorators to the attic, to repair the old slanting wall, which had been torn out several years before. It is through these angles that Keziah Mason will return, for Anita Fellows has read in the evil tomes of ways in which the angles and curves of matter can with the aid of Non-Euclidean calculas and quantum physics with appropriate magic stimulas open up the tunnels of time and multi-dimensional travel. It is via this method that Fellows will try to obtain her wish of bringing back her wicked ancestor. However the magical side requires the services of 'The Black Man' and to obtain for certain his help, Fellows must present a sacrifice of human flesh!

Fellows has ordered her familiar to abduct Franklin Hermes from his home at 22 Peabody Avenue. This Ferris has done and 5 year old Franklin is now held captive in the attic of the old Court House (the Witch-House) until Walpurgis Night when he will be sacrificed in order to appease the evil Nyarlothotep - The Black Man!

PLAYERS INTRODUCTION. To be read aloud by Keepers to all investigators.

'A reward of one hundred dollars has been offered to anyone who can find the missing son of Frederick and Martha Hermes of 22 Peabody Avenue, the five year old child - Franklin went missing last night. Inspection by police of the sons room revealed strange clawmarks around the windows, but no footprints, fingerprints or human traces have been uncovered.

PLAYERS INFO. (Continued).

Information Sources:

LOCAL GOSSIP: The following rumours will be heard if the investigators decide to visit any of the local taverns or community gatherings for info. i.e Jumble Sales, Fetes, Social Clubs etc. 'The Hermes boy has been abducted by witches, for tis nearing the time of Walpurgis Night, the greatest day in the witches calender'. 'Poor boy, probably has run away, they say his parents used to beat him'. 'The kid thats gone missing is probably the victim of that evil rat like creature thats been spotted in these parts of late.' (Keepers may add a few other rumours to the above).

POLICE RECORDS. A successful LAW roll or FAST TALK roll must be made if the following information is to be learnt by investigators on the case. The Arkham Police Station records show that in fact, a series of rat-like footprints were uncovered leading away from the house, as well as some prints which may have been the childs. However the prints soon became one (the rat-like ones), and heavier too. The trail lead to the corner of Pickman Street and Parsonage Streets where they disappeared, as a strong storm of rainfall washed them away. Police have interviewed a series of child molesters in the area but all had concrete alibies.

CITY RECORDS OFFICE. A successful FAST TALK or PERSUASION roll must be made if the following info. is to be learnt by investigators. The last time a child went missing in Arkham was in 1930 when the two year old son of a laundry worker called Anastasia Wolejko, went astray without trace. The newspapers reported that police made a raid on 'some curious revellers in a ravine by Meadow Hill' on the night of May Eve. Amongst the scatterd was a 'huge Black Man' who was never identified! Also that night was a death of one of the townspeople - a man called Walter Gilman, at his rented abode, at the old Court House of Oyer, referred to by many as 'The Witch-House', which lies on the corners of Pickman and Parsonage Streets.

CITY RECORDS OFFICE - Files concerning The Old Court House of Oyer. Roll successful LIBRARY USE, for investigators wishing to know the following facts.
'Originally the home of Judge Jonathan Corwin, the assistant magistrate to Judge Hathorne in the preliminary hearings of the Court of Oyer and Terminer in 1692. It was through this house that over 200 men and women passed as Judges Hathorne and Corwin took despositions for use in the Witchcraft trials of Arkham. Built in 1675 the house stands at the corner of Pickman and Parsonage Streets. The house in 1692 was the scene of a contravercial event conserning an escape by a witch named Keziah Mason, whose flight from the gaol has never been explained. For not even the witch hunter Cotton Mather could explain the series of curves and angles smeared upon the walls of the room where she had escaped from, with red sticky fluids'.

PLAYERS INFO. (Continued).

THE MISKATONIC UNIVERSITY LIBRARY, Arkham. A successful LIBRARY USE is needed if the investigators wish to learn the following information. If the investigators wish to learn anything more about the Witch-House, they will find a book entitled 'Witchcraft in Arkham - a history'. by Ramsey Lewis. This book gives full accounts of the history of the Court of Oyer and will announce that the only person to ever have escaped from the courts walls was Keziah Mason, suspected witch. It will tell of how she once kidnapped several young children from the village (all gossip reports) and sacrificed them to the devil. Old legends tell of Mason rearing up a family who all disappeared with her on the night she made her escape. It is believed that some members of her bloodline still survive to this very day. The book also tells of how Mason and other witches used to be seen wandering in the town with a tall, black negro. Who had an incredible evil stare about him. Anyone who looked into his eyes would immediately become petrified and would flee off home (Any investigator attempting an occult roll and succeeding will recognise the Black Man as being an incarnation of the devil). However those attempting and succeeding ina Mythos Knowledge roll will know that this form is not of Satan but of a diety known to Mythos scholars as Nyarlathotep.
Anyone reading the above book will gain +1D4 Occult Knowledge. Investigators who link the books secrets to the Cthulhu Mythos (by succeeding in a Mythos roll as outlined above will gain 1D4 Mythos Knowledge points - with no San loss.).
The book gives a list of useful referance material for investigators wishing to know more about Keziah Mason, one title being 'Witches and their Familiars' by A. F. Long is held in stock by the same library. If the investigators wish to read this book (it will take 1D12 hours to obtain all the relevant info.) they will learn the following - Keziah Mason was often seen wandering around the town with a familiar (see the Keepers Info for notes on Familiars) named Brown Jenkin, this evil demon like rat thing would help kidnap children from the town as well as aid Mason in her evil spells etc. The Familiar disappeared with Mason but was recently reported as being spotted at the grounds of 'The Court House of Oyer' in April 1930, at the time of the sighting, a Mr. Walter Gilman mysteriously died in the rented attic of the same building. The fact that it was May Eve or Walpurgis Night - The biggest day in the witches calender makes the sighting all the more weird! The book also tries to trace the missing descendants of Keziah Mason and announces that the Masons changed their name to Fellows several years ago, due to the constant pestering by occult enthusiasts and newspaper reporters out for a scandalous story. This book was written in 1932 and will give the reader +1D6 Occult Knowledge points. Investigators wishing to trace the writer will find that he died two years ago of a heart attack, he was 68 years old. (Genuine)
There is nothing else of use to the investigation at the library.
Any smart players wishing to take advantage of the situation and asking to see a copy of 'The Necronomicon' etc should be refused permission and told that the library holds no such book.

PLAYERS INFO. (Continued)

Any investigators wishing to visit the Arkham Estate Agents or other information source, as regards the present inhabitants of the Court of Oyer will be told the following.'The Court House was as you probably know, a gaol for witches. In 1905 the court house was bought by a landlord and transformed into a series of apartment rooms where strangers to the town would stay for a night or two. Several newcomers would take up residence for several weeks, but never stayed long, they say that a small rat-like demon would haunt them whilst they slept and all that slept in the attic never stayed more than two nights. In 1930 the attic was rented by Walter Gilman a student from Haverhill attending the Miskatonic U. for studies. After several weeks uneasy stay, in which he claimed he saw evil things peering at him from his bedside and of confessing to several horrendous nightmares conserning a witch named Keziah Mason. Gilman was found dead, by a Mr. Desrochers and Mr. Chynski with queer marks on his throat, upon his legs were strange rat-like bites. From this day until now, noone has ever rented the old court house. Then a couple of weeks ago a woman calling herself Anita Fellows moved into the house, she bargained with the landlords and purchased the house for cash. She appeared un-worried by the persistant rumours spread to her by the neighbours about the infamous history of the dark house. In fact she appeared quite happy. After restoring the paintwork and several other things to their former glory shemoved in.'

The estate agent will announce that a local decorating firm were called in to do repair work but is uncertain what their task was. Their name is Barnes and Barnes.

Barnes and Barnes, Decorating Firm. A bribe or Fast talk roll will tell the investigator what work was done by the decorators. - The firm were asked to repair an old strangely angled wall in the attic. Miss Fellows seemed very concerned that the angle met exact requirements. This slanting wall had apparently been torn out several years ago.

THE WITCH-HOUSE

The old court house of Oyer and Terminer stands out as you turn the corner of Pickman Street. The old building seems quite neglected, not surprising since it has been un-occupied for some time. There appears to be much over-grown shrubbery around the walls and windows and no lights are on in the house. A small green stands at the front of the three story house and a path winds up to the dark doorway of the building. No movement can be witnessed from the windows, they are very dusty and their frames shun much light. The old court house appears to be very foreboding indeed.

An illustration of the 'Witch-House', (drawn from an actual photograph of the real Court house of Oyer and Terminer, located at Salem, Mass., New England). Illustration is (c) Carl Ford, 85.

EVENTS

If the players decide to have their investigators approach the house, and knock at the front door, they will hear footsteps approaching. The door will be opened by a tall, raven haired woman who will ask their business. (The woman is Anita Fellows).

ANITA FELLOWS: Occupation None, Age 26, Str. 11, Dex. 10, Int. 16. Con. 9, App. 16. Pow. 11, Siz. 10, San. 27, Edu. 13, Con Pts. 11, Pow. 11, Mythos K. 34%, M.Pts 11.

Spells: Summon Familiar, Enchant Item (see later), Contact Nyarlathotep.

Fellows will begin to panic a little if the investigators start to mention the disappearance of the Franklin child. (Investigators succeeding in a 'Psychoanalyze' roll will notice that Fellows is alarmed.)

She will then say that she is very busy and has important business to attend to and close the door, before investigators have a chance to react! Any amount of knocking will fail to bring any responce from Fellows.

Ten minutes later Fellows will emerge from the house, and if the investigators appear to have left, will walk off in the direction of the shops. (Obviously investigators must watch the house, in secret if they are to know this).

Fellows will visit the Miskatonic University Library, where she will stay for 1D4 hours, reading - paper reports of the disappearance of the child.

NOW IS A CHANCE TO INVESTIGATE THE HOUSE!

ENTRY TO THE HOUSE

Entrance may be gained by either picking the front door lock (Not a wise thing to do since it is still daylight. Investigators wishing to do this must roll on their LUCK, failure will result in them being spotted by a passer-by, who will inform the police. (If summoned the police will arrive 1D20 mins. later. The police will investigate and unless a FAST TALK or BRIBE is made, the investigators will be arrested. They will be taken to the station and detained for 1D6 hours, Fellows will be summoned but will not press for charges. The investigators will be subsequently released, but Fellows will now be highly suspicious of them!

The other method of entry to the house is via the un-locked rear window situated at the back of the house. (See map). The window is large enough to accomodate all investigators of size 15 and under.

THE WITCH-HOUSE. (Ground Floor).

The Entry Hall: As you step inside, the hallway appears to have not been swept for ages. There are cobwebs hanging from the walls and dust and grime decorate the ceiling. There is a large 'rat-hole' in the east wall. A coat-rack stands in the west wall, upon which hangs two ladies coats and three hats of fashionable design. The dust does not appear to have touched these. There is a door situated in both the east and west walls. At the end of the Hall is a window, (inspection will show that the window is not locked - This is the rear window which the investigators may use to gain initial access to the house). Both of the doors situated in this filthy passageway are un-locked. A staircase leads up.

The East Room: This room is exceptionally damp and musty, an overwhelming smell of decaying timber lurks in the air. Upon the floor lie several chairs, that appear to have been upturned (Investigators succeeding in an Idea roll will suggest that they appear to have been moved by someone looking for something). A firplace stands in the far east wall, above the mantlepiece is a cobweb enshrouded painting. (If the webs and dust are removed investigators can see that the painting is of an elderly man, who wears a white wig, he holds in his hands a silver cross. There is an inscription beneath the work that reads 'Judgement' a study of Cotton Mather, 1692.' In the fireplace are ashes of a fire which appears to have been deserted by flame for years. Soot abounds in the grate and cobwebs again hang from the whole room. There is a chair in the north wall to the east of which stands a large oak dining table, and chairs (The table shelves a set of rusty keys, and a book - opening the decaying leaves shows it to be a records book of all those that have stayed in the court-house, since the year 1929. Past residents include names such as Paul Choynski, Desrochers, Frank Elwood, Walter Gilman, Joe Mazurewicz and the landlord himself (who compiled the records book) - Dombowski. (The keys are of no use to the investigators, since all the locks have been recently changed by Anita Fellows). The 'rat-hole' in the west hall, leads directly into the passage way. There is nothing else of interest in here.

The West Room. Like the entry hall, this room is filthy, there is a bed in the west wall, that is covered with dust and grime. Paint is peeling from the walls and around the windowframe that stands in the south wall, next to the window stands a cabinet that is also covered in webs. There are hundreds of baby spiders amongst the webbing, freshly hatched! (Any investigators un-wittingly putting their hands into the web will have several hundred of them run from out of the cabinet up his/her forearm, behind them will scurry their mother a very creepy looking 'Black-Widow'.).

BLACK WIDOW SPIDER: Fully mature Adult - Attack 40% by Bite, Poison Rating of 10, If the investigator is bitten he must match against the poison on the resistance table. (See CoC sourcebbok). Note: The baby spiders are not fully mature and do not yet possess a potent poison level. Any investigator seeing the spiders rush up their arm will have to make a San roll, failure will result in 1D6 San pt. loss (if temporarily insane the investigator will develop a phobia of spiders - Arachnophobia).

The cabinet contains nothing of interest to the investigation.

The Staircase. The old stairway is very old and worn, holes can be seen gaping from the treads. Webs cover the wooden rail, and scratching sounds can be heard from in between the steps. (Mice). (The stairway is quite weak and investigators of a size greater than 15 have a 10% chance of falling through the worn steps and, taking 1-3 pts. of damage to their Con. Once the stairs have been climbed, the investigators will find themselves in a similar passageway like the ground floor. Again there are two doors situated in the east and west of the passageway.

FIRST FLOOR:

The East Room. The door is locked. Investigators may attempt to force the lock by smashing it, or shooting at it. (sounds may alert passers-by - 25% chance). Investigators skilled at 'picking locks' may naturally take their chances.

THE WITCH-HOUSE (First Floor)

East Room (cont). Once inside, you see that this room is a bedroom. There is a bed that stands in the west, next to which stands an old fireplace. A table stands in the centre, upon which lies a pile of books. ('The Witch-Cult in Western Europe' by Margaret Murray, 1921 +5% to Occult Know., 'Salem in the 17th Century' by James Duncan Phillips, 1933 +5% to Occult Know., plus a few non-occult works (Keeper to decide). This room appears to be cleaner than the downstairs', and shows signs of recent use. (Timbers still burn in grate etc). A wardrobe stands in the east wall (contains, several items of womens dress, and a strange gown, decorated with rare and esoteric design - (successful Occult role reveals it to be a ceremonial witch's gown, used in the worship of un-earthly demons) - (successful Mythos role reveals that worshipers of Nyarlathotep wear the gown, when calling him down to earth). Underneath the bed is a wooden box, which contains a holy bible. (This book has been placed here by Fellows in an attempt to sway the investigators or police, should they search the premises for 'witchcraft' possibilities. However she had not reckoned on the investigation happening so fast, since she has neglected to hide the books on the table! Investigators will notice that there are long fur hairs scattered around the bed pillows and inside the covers. (Upon close inspection of bed). If a successful 'Biology' or 'Zoology' is rolled, investigators will know that the fur is not of a family cat or dog, but like a form of rat-thing, which must be exceptionally large.

West Room: This room is un-locked. It appears to be untidy and dust and grime cover the place. The fireplace in the east wall appears to have not been used for some time. The room smells of rotten timber, the floorboards are quite loose (though they should bear the weight of investigators). A bed lies in the north wall, next to a small cabinet. (The cabinet is locked, but the lock is decayed, and can be snapped by a strength of 13+. Inside is a small diary. 'The Diary of Frank Elwood' - the diary tells of the events of 1930 in the Witch-House, of Walter Gilman's death and the evil events, including the appearance of a witch - Mason and her familiar - Brown Jenkin. The diary gives 1pt of Cthulhu Mythos Knowledge with no sanity loss. There is nothing else of interest in this room.

Stairway There is another staircase situated in the passageway, just like the previous one. Once again the treads are worn and appropriate falling for heavy investigators must again be rolled upon.

THE SECOND FLOOR: Once upstairs, the investigators will notice that the building has recently been the scene of some re-decorating. There are several empty plaster packets and broken tools, etc. Some dried plaster can be seen where it has obviously fallen from its carrying pallet. There is a door situated in both the east and west walls.

East Room: Another bedroom dust and dirt litter the floor, a grate stands in the west wall and bed in the south, there is a door in the north wall.

West Room This room is identical to the previous one, dirty etc.

The Doors lead to a cramped passage where a short flight of rough-hewn steps take the investigator to a small trapdoor. Investigators climbing through the trapdoor must carefully step around a central fireplace chimney, situated at the top of the steps, and then ease himself across the attic floorboards.

THE ATTIC

This room smells of decay and rotted timber, a bed stands in the north wall. Dust lies on the floor, and scurrying can be heard, from behind the large rat hole in the North wall. If the investigators switch on their flaslights they will notice that the north wall slants inward at a strange angle, with the bottom against the outside wall of the house and the top sloping inward several feet away from the outside. (Wise investigators will assume that there must be some kind of hidden wall-space.).

THE WITCH-HOUSE (Attic continued).

Upon the wall (slanting) are scawled various strange and esoteric writings. They seem to be the form of mathamatics, but many weird equations lie amongst the formuli. (If the investigators can roll a successful occult and Cthulhu Mythos they will recognise the signs on the wall as some kind of 'summoning ritual' though they will not be able to decipher them, unless they have a Cthulhu Mythos knowledge of 75% +. (If they do then they will notice that the equation is in-complete anyway, and nothing will be summoned up). If the investigators are very quiet they will hear a breathing sound emanating from a wardrobe in the east wall. (Upon un-locking it - or shooting the lock, they will see a bound form of a small boy. (Franklin Hermes). If the investigators shot the lock there is a 10% chance that the bullet penetrated Franklin. - Franklin has 8 points of Con. As soon as the boy has been rescued from the wardrobe, the investigators will hear a scurrying form from behind them. From out of the hole in the north wall will crawl a horrid rat-like being. All investigators looking upon the evil form must make a san. roll, failure will result in 1-4 san pt. loss.

YARCT FERRIS: (Familiar of the Witch, Anita Fellows.) Str. 10, Pow 11, Con. 9, Dex. 13, Siz 4, Int. 8. Attack by claw and bite. 40% (claw) 20% bite. Dam. 1D4, x 2 1D6 by bite.

The familiar will attack after it has 'contacted Anita Fellows' by expending 2 pts of Pow. Fellows will if not already on her way home, leave the town and return to the house. This will take her approx. 1D10 mins. (A full 10 mins if she is still at the library).

UPON FELLOWS RETURN

The young witch will attempt to 'enchant' a magical sacrificial dagger, that she holds on her person. She does this by expending 2 Magic Pts per round. The dagger will automatically hit the victim doing 1-4 pts. of damage. She will not go beyond using 6 pts. Once Mason is killed, or has used her Magic Points -she will give herself up. Her familiar will disappear back into the rat-hole. However if the investigators attempt to hand her over to police they must have sufficient proof of her evil practice. If they do not, (though I doubt it) Fellows will be released and will return to the witch-house, she will then take her familiar away, from Arkham. She may return one day! If she does not get release from the police, her familiar will die. If Fellows is killed by the investigators Yarct Ferris will die too!

Investigators succeeding in a 'spot hidden' role will find amongst the bed a box. The box contains a copy of Eltdown Shards, see CoC sourcebook, for info. There are also diaries and notes written by Keziah Mason on her evil practice. These will give a mythos know of 10% and a spell muliplier of xl. Due to their old writing style readers have a -25% chance of reading them, they are written in English.

BEHIND THE WALL SPACE.

Investigators looking and succeeding in a further 'Spot Hidden' role will notice that there is a small trapdoor in the slanting wall. Opening of the door will lead to a hidden space, that lies between the inner and outside walls. Glancing inside will require the use of a light source. Upon the outside wall is a boarded up
Upon entering, the investigator will see a form moving in the gloom, it is the familiar, (if still alive). The space is covered in cobwebs and dust, rats scurry about in the blackness, for some strange reason, the investigators will appear quite scared and an over-whelming sence of evil is present here. Investigators must roll their Con or lower, if they fail they will be too afraid to enter in here.
The floor slants downwards and the boards are loose. (20% chance of investigators falling through), however despite the evil presence, the investigators will find nothing of interest to their investigation.

THE END?

Tramps & Beggars

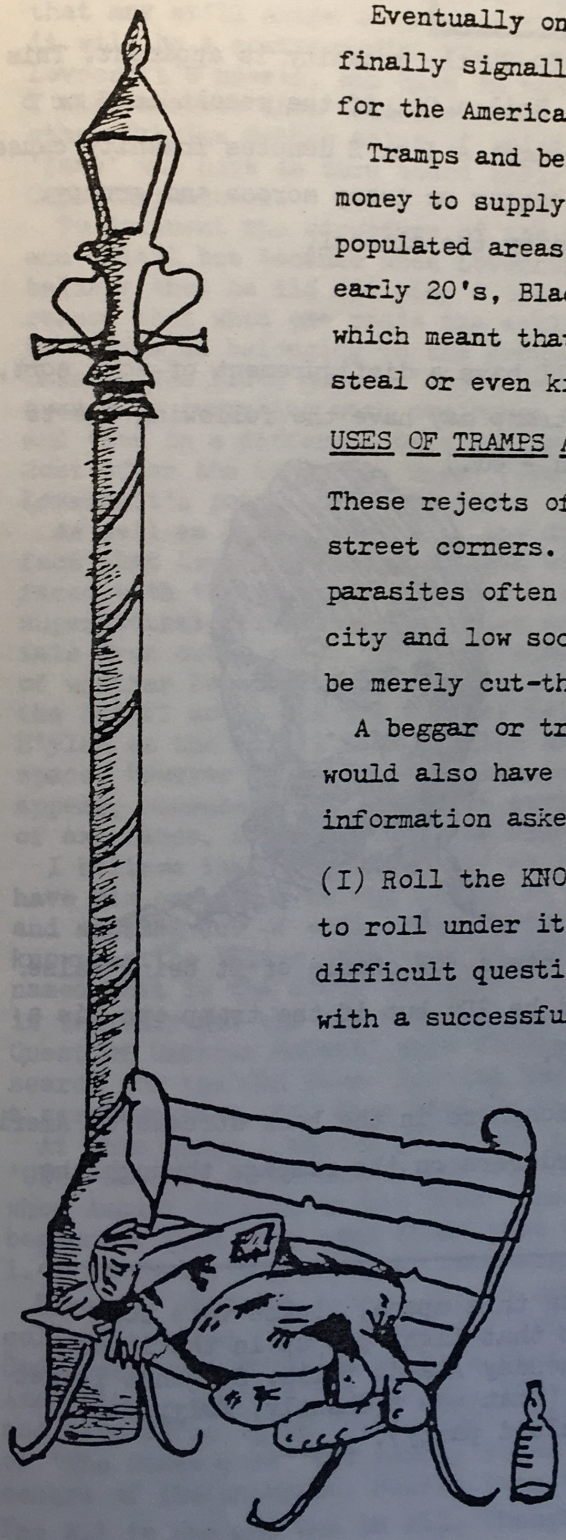
An NPC-type for Call of Cthulhu campaigns by Nicholas Cook

The Great Slump of the American boom began at the middle of I929, the government under the poor control of Calvin Coolidge was powerless to prevent a decline in the economic indices.

In America, unemployment soared as credit dried up, consumption decreased and bunkruptcies mulitiplied.

Eventually on the 24 October I929 the 'Wall Street Crash' finally signalled the beginning of a four year poverty streak for the American way of life.

Tramps and beggars were a common sight, begging for food and money to supply themselves with alcohol, in the highly populated areas and backstreets. Since the Prohibition of the early 20's, Black Market alcohol was the only alcohol available, which meant that it was very expensive. Tramps and beggars would steal or even kill for the money to satisfy their needs.



Illo. by Nicholas Cook.

USES OF TRAMPS AND BEGGARS IN CAMPAIGNS

These rejects of society can be found festering on most city street corners. Although un-appetising to view, these human parasites often have a good knowledge of the layout of the city and low society gossip, but sometimes these dropouts could be merely cut-throats and thieves.

A beggar or tramp has a 60% chance of being a thief. He or she would also have a percentage chance of knowing a piece of information asked by the player character.

(I) Roll the KNOW percentage of a beggar or tramp and then try to roll under it when asked simple questions by the PC. More difficult questions will be answered by the tramp or beggar with a successful rolling of half the tramps KNOW.

BEGGAR AND TRAMP DISPOSITION TABLE

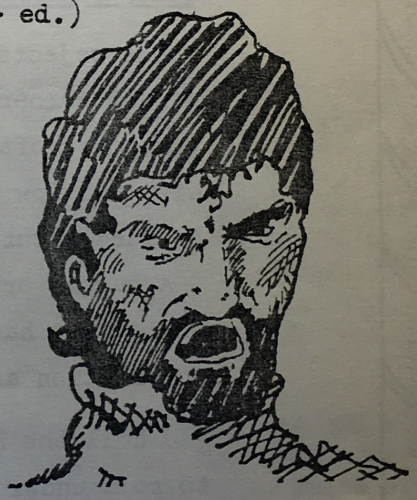
Dice Roll	Result
I-2	The Tramp or Beggar will be over-friendly.
3-4	Friendly and cheerful.
5-9	Withdrawn.
I0-I4	Uncaring.
I5-I8	Grumpy, morose.
I9-20	Insane.

Roll upon the table above, if the dice roll is I9-20 the insanity is apparent. This insanity might not be caused by Cthulhu Mythos. Roll a D6, if the result is 5 or 6 the insanity was caused by Cthulhu Mythos knowledge. A I or 2 denotes Insanity caused by interbreeding which automatically makes the beggar or tramp morose and grumpy. A roll of 3-4 means that the insanity was caused by the alcohol.

DISFIGUREMENT

Due to living rough and dangerous, the tramp will have a disfigurement of some sort, (if insanity was caused by Cthulhu Mythos, the tramp may have the following due to an encounter with some monster from the pantheon - ed.)

Dice Roll	Result
I	Missing a limb.
2-3	Missing an eye/blind.
4-5	Severe scarring
6	Deaf or dumb.
7-8	Nasty Burns.
9-I3	Open Sores.
I4-I6	Hideous Warts.
I7-20	Roll again Twice!



Notes: Thievish Beggars or Tramps disfigurement has a 50% chance of it being false. Intelligence rolls for beggars and tramps should be 2D6 but if the tramp etc. is a beggar the intelligence should be limited to ID6.

I use Tramps and Beggars to give realism and atmosphere in the back streets of America and Europe, either as rumour distributors or murderers on the rampage through the city streets.

DAGON needs YOU! Attention all Cthulhoids reading this space. Please vote for DAGON in any 1985 fanzine polls that might pop up in the likes of White Dwarf, Imagine, or Gamesday Awards polls. So don't forget to give them tentacles voting. (That was a Ghastly, Polypical, Ghoulcast on behalf of the Cthuloid party).

The Mythos Hierarchy

by Carl T. Ford.'85

The Cthulhu Mythos, a name given to a collection of tales, originally conceived by Lovecraft, but upon which a hoard of other horror fiction writers have added to. As I play Call of Cthulhu, I am constantly being asked by other players wishing to know more of the Mythos secrets. Up to now no detailed analysis of the hierarchy of the Cthulhu Mythos has been published in any of the rulesbooks to enable Keepers of CoC to know exactly which monsters govern which races, from where they came, and what their purpose on the earth was or is! How many Keepers out there, still believe that Cthulhu rules over all other dieties, if in fact he is a god at all? The following essay has been written to, I hope, clear up any problems or questions that may still arise conserning the hierarchy of the Mythos creatures. No doubt, it will be a contravercial essay, as I have deliberately put the emphasis on H. P. Lovecraft's novels, and have in most cases taken his word as to what is correct. I also suspect that this hierarchy is far from complete, as no doubt there are many other Cthulhu Mythos tales of which I have not read, from the hands of many Cthulhu 'fans' who have in turn added their own rules, gods and monsters to the lore and Cthulhu pantheon.

To document the structure of the Mythos is difficult not only due to it's size and detail but because when Lovecraft originally wrote the early Mythos stories, I believe that he did not plan a true structure for the hierarchy at all. It is for this reason that when one reads the early tales, one is constantly baffled by referance to beings as belonging to the groups of monsters contained within the titles 'Old Ones', 'The Elder Gods', 'Great Ones' and 'Other Gods' amongst others. Indeed it is even more puzzeling when one comes across a monster belonging to one group of beings and then in a different tale seeing the same creature named in a different group. Most often the term 'Old Ones' (commonly used in CoC as Great Old Ones), refers to Lovecraft's potent evil dieties.

As well as being faced with the difficulty of understanding the hierarchy, due to the fact that Lovecraft did not begin with a sound structure for his Mythos, we are also faced with the problem of having the dieties or monsters described as being of purely supernatural beings in some tales and in others having the creatures be extraterrestrials from outer space. This differance of classing of monsters will depend on the fact of whether Lovecraft was writing a fantasy/horror story or whether the tale was one in the Sci-fi mould i.e the fantasy tale having Cthulhu as a god in the sunken city of R'yleh or the sci-fi tale telling of Cthulhu as being an extraterrestrial from outer space. However no matter how daunting the task of classifying the monsters may at first appear, remember that Lovecraft envisioned his dieties to belong to the same order of existance, no matter how the concept of the tales appeared.

I believe that Lovecraft, did at least, when be gining his mythos tales intend to have his creatures belong to one of two varieties, those of a benign, omnipotent type and another set of evil, destructive ones. The former group of 'good' monsters were known as the 'Elder Gods' and in all the tales only one of the 'Elder Gods' is ever named that is the diety 'Nodens' - Lord of the Abyss. It should be noted that Nodens is the only god who has ever helped a human being, this occurs in the tale 'The Dream-Quest of Unknown Kadath' when Nodens interferes on behalf of Randolph Carter in his search for the Old Ones. Serving Nodens are a group of creatures called 'Nightgaunts' a servitor race, how many Keepers thought that Nightgaunts were evil creatures eh?

At this stage I should point out that there are other non-evil dieties such as 'Ubbo-Sathla' - The Source and the End, the god who spawns all terrene life forms whom August Derleth in his book 'The Trail of Cthulhu' says 'is .. The unbegotten beginning from whom came those that dared set themselves against the 'Elder Gods'. i.e. Azathoth, Yog-Sothoth, Shub-Niggurath etc. - 'The Other Gods'.

Directly opposite Nodens and th other 'Elder Gods' are the evil dieties, known collectively as 'The Other Gods' these gods reb elled against the laws of the 'Elder Gods' and were expelled after a vast series of wars. These evil gods were lead by 'Azathoth' - Lord of all Things, referred to in the rulesbooks as 'The daemon sultan' and also as being an 'Outer God', this term confuses players as he really is one of 'The Other Gods' and merely rules from a throne situated beyond space time at the centre of the universe. Ruling over the 'Other Gods' with Azathoth is 'Yog-Sothoth' - The All in One and One in All. Though the description of Yog-Sothoth appears to be

similar to the Hindu concept Brahma, he is far from the friend of mankind as the unfortunate Whateley's discovered in the tale 'The Dunwich Horror'.

Directly under Yog-Sothoth and Azathoth the rulers of the 'Other Gods' comes 'Shub-Niggurath'- The Black Goat of the Woods with a Thousand Young. Shub-Niggurath is a fertility god associated with Pan, the prototype for the Christian Devil. Frequently mentioned and only ever as a supernatural being, Shub-Niggurath is worshipped by both earthlings and extraterrestrials, for this reason I believe that Shub-Niggurath fetures high in the mythos pantheon. Following Shub-Niggurath comes 'Nyarlothotep' 'The Soul and Messenger' of the 'OtherGods', Nyarlothotep has come to the earth many times in the form of a 'Black Man', this disguise was meant to cover up his true hideous form. Nyarlathotep is met in this form in the tale 'Dreams in the Witch House'. Lovecraft probably got the idea for this form from reports and documents of sixteenth century witchcraft for this guise was commonly said to be the appearance of Satan to witches.

Beneath Shub-Niggurath and Nyarlathotep comes 'Abhoth' - source of uncleaness, like Ubbo-Sathla has no known cult, Abhoth spawns monsters from its grey mass just as Ubbo-Sathla spawns life forms ranging from human to extraterrestrial. Abhoth exists outside the planet in space and is very rarely met with in any of the Mythos stories.

The next roster of Mythos monsters and races are those that have as mythos writers have written 'filtered down from the stars' known as the 'Old Ones' (the CoC rules-books commonly refer to these beings as 'Great Old Ones'), these beings worship the 'Other Gods' and came to the planet earth fifty million years ago. The groups of races were heralded by those aliens known as 'The Old Ones of Leng' these space travellers built the magnificent, black, stone city situated at the Plateau of Leng in Antartica. This race, though the first to come down from the stars, were not the last. The Old Ones of Leng were also the race to create the Shoggoths, who later destroyed their masters in a rebellion many of the Shoggoths still inhabit some places in the Antartic as the adventurers in the tale 'At the Mountains of Madness' discovered, and some have turned to other races as servants, such as the series of monsters that come next in the hierarchy.

The 'Cthuloids' led by their master the great 'Cthulhu' came down to earth and rebeled against the 'Old Ones of Leng' after numerous battles the two races agreed that the Cthulhoids would inhabit the seas and the 'Old Ones of Leng' would rule at the South Pole. The Cuthuloids built a great city called R'yleh, however a seismic upheaval caused R'yleh to sink beneath the ocean depths, making the Cthuloids wait until the day when their vast city will rise again and wreck terror upon the human world. Cthulhu himself lies 'dreaming' and was placed by his fellow Cthuloids on a mountain top at R'yleh's highest point. It should be noted that the city of R'yleh is believed to lie in the middle of the Pacific Ocean.

Directly underneath Cthulhu in the Cthonian race comes 'Dagon' the philistine sea god and 'Mother Hydra' these two sea creatures are described as being a type of 'man-fish' in the novels. I believe that they are in fact degenerate Cthuloids, but their influence upon both humans and other lesser races cannot be disputed. Their followers known include that amphibious race called 'The Deep Ones' and many half-breed 'fish-men' who set up the 'Esoteric Order of Dagon' in the tale 'The Shadow over Innsmouth' sited at the Masonic Temple.

The third group of extraterrestrials are called 'The Fungi from Yuggoth' (Yuggoth being the planet Pluto). These Fungi came down to set up mining colonies on earth, so that they may obtain rare ores. Also known as the Migo, these beings are met with in the tale 'The Whisperer in the Darkness', it is possible that the Migo are related to the Old Ones of Antartica since they both have heads of starfish appearance.

The fourth race of Lovecraft's to figure in the pantheon of Mythos creatures were in fact the first race to land on the earth, over 150,000 years ago, referrred to as 'The Great Race', these beings pocess the ability to send their minds through the vast voids of space and time and transfer them to beings from a different time or planet, the being with whom the transfer is taking place will find it's own mind trapped in the body of one of the Great Race whilst the Great Race member with it's own mind learns all the secrets of its chosen victim's time and habits, after a period of several years have elapsed and The Great Race have learned all that can be obtained, it will return the victims mind to it's own body and vica-versa. This very complex arrangement can be read of in the brilliant tale 'TheShadow Out of Time'.

The 'Great Race' were eventually exterminated by another race from the stars known as the 'Flying Polyps' after a series of wars which are also described in the tale 'The Shadow Out of Time' this race like 'The Great Race' (sometimes referred to as 'The Great Race of Yith') are not Old Ones but independant races.

Other 'Independant Races' featured in the Mythos include 'The Cthonians' ruled over by 'Shudde-M'ell' - The Burrower Beneath, in the tale 'The Burrower Beneath' by Brian Lumley. That hideous race of monsterous aliens called 'The Hounds of Tindalos' from the book of the same name by Frank Belknap Long and the 'Star Vampires' whose tale is told in the story by Robert Bloch entitled 'The Shambler from the Stars'.

Other 'Independant Races' to have not come from the stars include 'The Ghasts' a Lovecraft invention from the tale 'The Dream-Quest of Unknown Kadath', 'The Gugs' from the same book, the 'Zoogs' who inhabit the deep forests of the 'dream world', and the 'Gnoph-Keh' from the tale 'The Horror in the Museum' by H.P. Lovecraft and Hazel Heald. All of the above races are not directly associated with other races and so it is difficult to put them in the hierarchy, however as the 'Gnoph-Keh' have been mentioned in connection with the Wendigo also referred to as 'Ithaqua' I would imagine that they are not too powerful. 'The Zoogs' are very minor indeed and seem to pose little threat to man, so I believe that this race come at the bottom of the 'Independant Race' hierarchy, as too the Ghasts and Gugs. More powerful are the race from space who though never met with on earth worship that 'Other God' Nyarlothotep.

The next group of Mythos monsters with which I shall deal with are those beings referred to as 'Old Ones' but of which none are Lovecraft's invention. Top of the list is probably that evil being created by Ambrose Bierce and included in the Mythos by August Derleth introduced in the story 'The Return of Hastur' described as a half brother to Cthulhu, Hastur - Him Who is not to be Named, dwells near the star Aldebaran served by the 'Byakhee' Hastur has known cults existing on the earth of which that evil tribe of the Tcho-Tcho are probably the most infamous. The Wendigo 'Ithaqua' - the Windwalker is reported to come from the Nothern forests of N. America, met with by man on many occasions few have lived to tell the tale, originally created by Algernon Blackwood in his excellent tale 'The Wendigo', Ithaqua was introduced to the Mythos by August Derleth in the tale 'The Thing that Walked on the Wind'. Ithaqua is thought to be worshipped by a race from the stars called the 'Lloigor'.

'Tsathoggua' though not so malevolent is certainly powerful worshipped by many sorcerers and subhumans, Tsathoggua is served by that hoard of monstrosities known as 'The Formless Spawn of Tsathoggua' originally created for the Mythos by Clark Ashton Smith Tsathoggua is met with in 'The Tale of Satampra Zeiros', this Hyyperborean amorphorous black god is thought to inhabit the black gulfs of N'Kai.

'Cthugha' dwells near the star Formalhaut, and is perhaps the lessor known of all of the great 'Old Ones' worshipped by those creatures called 'Fire (or flame) Vampires' Cthugha has no human cult that has been documented. Following Cthughua is that Old One called 'Yig' - Father of Serpents. Worshipped in the jungle forests and African territories by great witchdoctors Yig is thought to be the cause of insanity also worshipped by the extinct race 'The Serpent Men of Valusia' in the tale by Robert E. Howard entitled 'The Shadow Kingdom'.

'Zhar' - The Twin Obscenity created by August Derleth in 'The Lair of the Star Spawn' inhabits the Plateau of Sung in China and rules over the race of 'lloigar'. Next comes 'Zoth-Ommog' possibly related to Cthulhu and worshipped by some Deep Ones. 'Atlach-Nacha' resembles a large black spider and dwells in the underground and rules over all spiders.

'Ythogtha' one of the sons of Cthulhu is met with in the tale 'Out of the Ages' by Lin Carter. Other brothers of this Old One are 'Ghatanothoa' and 'Zoth-Ommog' all of which inhabited the lost city of 'Mu' which sank under the sea after a volcanic eruption. The three brothers await the time when their city will again rise and they are set free.

'Chaugnar-Faugn'- The Horror from the Hills, from a tale of the same name by Frank Belknap Long came down to cause terror but was expelled with the aid of time travel back somefour to five thousand years, from where it is said he will return 'and speak again, for Man is not isolated among the sentient beings of the earth' (this Old One is now detailed in Chaosiums 'Curse of the Cthonians' scenario book).

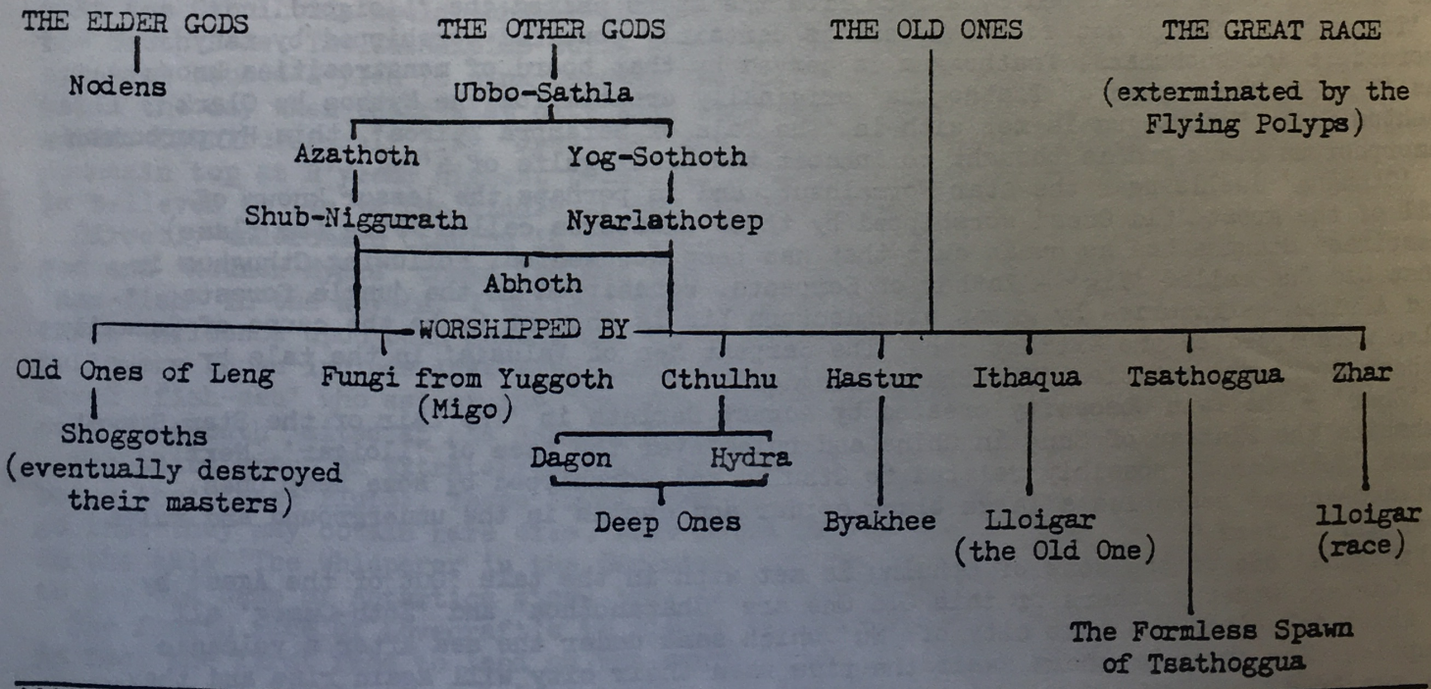
Other minor 'Old Ones' in the Cthulhu Mythos hierarchy include 'Cyaegha', 'Yibb-Tstll' created by Brian Lumley in the tale 'Cement Surroundings', 'Gol-Gorath' the Hyperborean god created by R.E. Howard, 'Nug', Ramsay Campbells Y'golonac' and

'Glaaki' from the story 'The Revelations of Glaaki' and many, others which I am afraid could never be documented in one essay. Even as I write, I am sure that further additions are being made to the pantheon, some minor and some major. Be the dieties the product of schoolboys essays or an up and coming mythos contributor.

Moving on from the vast list of 'Old Ones' I finally come to those Mythos lessor races that are mentioned in tales very rarely, perhaps the most famous of these creatures are the 'Dholes' the gigantic worm like burrowing things met with in the short story 'Through the Gate of the Silver Key' I include these creatures in this list because they are featured in the Chaosium rulesbooks, though they are not truly part of the Cthulhu Mythos. 'Dimensional Shamblers' another independant race invented by Lovecraft and Heald in the story 'The Horror from the Museum' have been known to serve the Old Ones from time to time. 'Ghouls' are humanoids and not really a race as such and are met with in 'Pickmans Model' and C.A. Smith's 'The Nameless Offspring' amongst others. Humans may progress into these flesh eating monsters over a period of time. 'The Hunting Horrors' serve Nyarathotep and appear to be black serpents with bat like wings. 'Shantanks' appear to be a kind of elephant like bird, used by various Old Ones as steeds. 'Sand Dwellers' met with in Lovecraft and Derleth's collaboration 'The Gable Window' serve the Old Ones and dwell in dark cavernous regions. 'Brown Jenkin' a 'familiar' of the witch Keziah Mason, resembles a brown-furred, rat-like creature and is mentioned in the tale 'The Dreams in the Witchouse' and last but by no means least comes 'The Spawn of Yog-Sothoth' those evil creatures of hideous appearance that feature in 'The Dunwich Horror'.

You will notice that I have not included those Lovecraft inventions that appear in the tale 'The Doom That Came To Sanath' such as 'Zo-Kalar','Bokrug' and 'Ashtoreth' from 'The Horror at Red Hook' amongst others because I feel that they are not part of the Mythos, nor are they featured in any of the rulesbooks. However for CoC players still searching for additional monsters they may well feature in detail in up-coming issues.

Below is a table of the hierachy of the Mythos, I have not bothered to include all the border races that may have featured in the above article, though I feel it is useful for referance for Keepers researching the major Cthulhu Mythos creations.



For Keepers wishing to learn even more about the Cthulhu Mythos, I recommend the following books.

Lin Carter, Lovecraft: A Look Behind the Cthulhu Mythos. Panther 1972.

Phillip A. Shreffler: The H.P. Lovecraft Companion. Greenwood Press 1977. (still in print)

Review

TRAIL OF TSATHOGGHUA reviewed by Bruce Humphreys.
Price £8.95, 64pp. published by CHAOSIUM INC. Written by Keith Herber.

This is the latest of the Chaosium 'Call of Cthulhu' supplements, and is - superficially at least - the first one I would not class as value for money. It follows the apparant trend of producing longer more detailed scenarios; in this case there being just three of them:

'The Trail of Tsathogghua' wherein our intrepid investigators travel to Greenland aboard the 'Darlena' (Miskatonic University's research vessel), to investigate a curious archaelogical find. 'The Curse of Tsathoggua' in which a large, hairy foot caught in a trapper's clamp, lures the investigators back to the frozen north, where they discover some old 'friends'. Third and finally 'The Haunted House' in which the promise of money and mystery persuade the investigators to attempt to ghostbust the old Van-Laaden mansion.

Unlike previous Chaosium offerings there is a lot of white (and grey) space as well as artwork for artwork's sake. Theoretically the scenarios are for beginning characters - certainly anyone with an extensive magical knowledge is likely to destroy the intended progression of events. On the other hand there is an excessive amount of physical danger to investigators in the two 'Tsathogghua' scenarios. In 'Trial of Tsathogghua' one player went through one character and three NPC's in a single session! Chaosium have also stuck rigidly to absurd SAN loss rules, with some downright silly SAN losses. However the two 'Tsathagghua' scenarios serve as a good introduction to the Mythos and any so-minded individual can pick up a good deal of Mythos knowledge, very quickly.

Undoubtedly, the high point of the book is 'The Haunted House' which I regard as one of the finest CoC scenarios published. It is full of everything a CoC scenario should be, with a lovely balance between horror, mystery, intrigue and black humour. Like 'The Winchester House' (The Asylum) it forces the players to think - the 'If it moves, shoot it!' and the 'Everythings a Cthulhoid monstrosity' mentalities will not solve this scenario. Unlike the two 'Tsathagghua' scenarios the greatest danger to the players in 'Haunted House' is one of insanity. The greatest compliment I can give it, is that it brings out the best in the players, and you should be prepared to be surprised by them.

Unsurprisingly the other scenarios are not up to the same standard, of the two 'Trail of Tsathogghua' is the most enjoyable, though the Keeper really needs to read something like 'At the Mountains of Madness' to fully appreciate the possibilities for horror the scenario presents. Unlike the majority of CoC scenarios this one is linear - and obviously so - with the P.C's playing a subordinate role for the most part. Such scenarios are both difficult to write and play and 'The Trail of Tsathogghua' needs experienced players to get the most out of it. Unfortunately 'The Curse of Tsathogghua' is something of a muchness, being more an introduction to solving scenarios rather than an interesting one in its own right. It does have its good moments and the denouement is rather neat, but overall it is somewhat disappointing.

Overall, the feeling I came away with is that the scenario book is full of padding. There are plenty of essays on Eskimos, Greenland and Indians and NPC histories, which is interesting, but, so little of it gets past the Keeper to aid in playing the scenario, that the effort that writer Herber puts into it seems mis-placed. I must admit I prefer the NPC's to have a skeletal description that I can flesh out rather than being force-fed them. On the whole it is hard to recomend this book. Those of you who have the money, may not mind paying for just one good scenario and obviously it is a must for Cthulhu collectors. Experienced players may find it frustrating, whilst beginners would be better advised to buy 'The Shadows of Yog-Sothoth' still the classic beginning campaign. 'The Trail of Tsathogghua' is definately an optional purchase.

The editor would like to point out that the above views are not necessarilly those of the rest of DAGON fanzine.

Gifts of the Gods

by Simon Nicholson and Carl Ford.

When encountering creatures of the Mythos, investigators and worshippers are often confronted with great technological advances. Nyarlathotep spreads chaos by granting worshippers destructive knowledge, and the Great Race of Yith give their vast technological knowledge to humans, unfortunate enough to be chosen as 'subjects'. Below is a list of some further 'gifts' which may be bestowed upon certain investigators, as alternatives to the magical items contained within the rulesbooks. Once again, as always Keepers may freely adapt or alter descriptions to suit their campaigns.

LIQUILIGHT: This is a chemical liquid which has a remarkable and efficient flouresence. One flask of the liquid will give out the same light as a kerosene lantern for 15 hours, after which it must be recharged, by either a) being subjected to a considerable electric current, or b) being left in bright light for 15 hours. (Keepers may wish to apply restrictions by imposing a successful 'Chemistry/Electrical Repair' roll when recharging).

COUATLECUH: This poison is often given to worshippers of Yig. Once ingested, the victim will feel nothing unusual until 30 - CON days later, when he will suffer what appears to be a heart attack. The poison rating is 12 and normal 'poison combat procedures' apply. Once the victim has had the heart attack, all symptoms and signs of poison in the bloodstream disappear completely, making it appear as though the investigator has suffered a genuine heart attack. To survive the attack the investigator must roll under CON x 3.

R'LEHAN WEED: This organism is sometimes worn by Deep Ones when undergoing dangerous circumstances. in underwater conditions. At first glance the weed will appear to be normal seaweed, but investigators succeeding in a BOTONY roll will realise that it is not! Specially developed by skilled Deep Ones, this organism acts as a 7 point armour when donned, as bullets or other projectiles hit the 'weed' the substance bloats and thickens absorbing the impact of the bullet enormously. The weed excretes a substance from its protoplasm every 1D3 hours of constant use, which stings the wearer, rendering him paralysed in the areas where the weed was worn. The paralysation causes damage of 1D3 points of Con Pts, if the wearer is unfortunate enough to be stung, the Con Pt. loss is permanent but the paralysation lasts for 1D6 hours. It is for these reasons that the Deep Ones do not make a habit of wearing it (pun not intended), and don it very rarely. The organism may only survive in salt water, if the weed comes into contact with air, the organism will emit a series of tendrils and these attach themselves to the wearers skin in a parasitic fashion. The wearer must then roll his STR x 5 or less on 1D100, otherwise the tendrils cause a further 1-4 pts of damage. For every day the weed is placed out of salt water, it loses 1D3 pts. of armour efficiency, until it dies. For every week of thorough analysis of the weed in a lab by investigators and upon a successful roll of both Chemistry and Botony there is a 20% chance of developing the weed. However as always the weed must be placed into salt water.

HEROES MINIATURES

7 Waverley Place, Worksop, Notts. Tel: (0909) 476 128

HEROES Miniatures have released a range of adventure figures ideal for use with CoC. At 45p for the investigator types, ranging from a professor in 20's garb to a WW2 German Stormtrooper, this range is well worth getting! There are 9 adventurers and 20 or so gothic horror figures, ranging from the best Werewolf figure I have seen (similar to the 'Curse of the Werewolf' film one) to a ghastly monstrosity entitled 'Tentacled Horror' a 3 part figure. Amongst the other beasties are Ghouls, Demons, Amorphic Horrors and an excellent Vampire figure. As well as the adventurer range, there are sets of equipment at 6p a piece ranging from Spell Books to Skull Staves, there is also a range of weapons. Rob Marriott asks me to point out that a range of grusome limbs will be available shortly. These range from severed hands to decapitated heads, need I say more... A Catalogue of HEROES full range is available for 50p.

Zoogs

An additional race of monsters for Call of Cthulhu. (c) Carl T. Ford. 84.

DESCRIPTION: 'He waited patiently and was at last rewarded by an impression of many eyes watching him. It was the Zoogs, for one sees their weird eyes long before one can discern their small, slippery brown outlines.

Out they swarmed, from hidden burrow and honeycombed tree, till the whole dim-litten region was alive with them. Some of the wilder ones brushed Carter unpleasantly, and one even nipped loathesomely at his ear....'

— The Dream-Quest of Unknown Kadath. H.P.L.

This race of strange furry beasts dwell in the Enchanted Wood, which is situated at the borders of the dreamworld and reaches out to several spots that hinge on the land of man. The Zoogs are commonly encountered whilst 'dreaming' but reports have told of these creatures venturing out from the dreamworld into reality, where they may pass freely.

The Zoogs inhabit hearths in the Enchanted Forest, living in burrows and in the trunks of giant trees. Here they dwell under the leadership of their elders known as 'The Council of Sages', surviving on the moss and fungus ridden barks of the forest woodland. Though it is believed that from time to time these small beings have been known to possess a taste for meat for certain dreamers who have entered their world amongst the great dark forst, have never come out agin!

NOTES: The race of the Zoogs have occasionally helped man in his searches for lands of unknown location and cities of vast greatness, where it is whispered that no man has before seen. The Zoogs have helped men find the ancient city of Celephais in Ooth-Nargai beyond the Tanarian Hills where dwelt the great King Kuranes, the only soul to have visited the great star-gulfs and returned with his sanity intact.

The Zoogs communicate by a method of producing strange fluttering sounds, though they have been known to talk in the tongue of man. Their villages are usually decorated with huge circles of mossy stones, which appear to have been erected long before the Zoogs inhabited The Enchanted Wood and of which older more terrible horrors are told of. Here the Zoogs will watch any strangers with their dark eyes, waiting to catch him unawares, where upon they will leap out and attack in great number. Usually timid, these brown forest beasts will not be deterred if they feel that their land is being intruded upon. They will drag their prey, down into the dark burrows and keep him prisoner, lest they decide to appease their hungry stomachs!

CHARACTERISTICS: Str. ID4, Siz. 4, Int. IO, Pow. 5, Dex. I2, Cha. 6, Move I4, Attack by Claw x 2 - 40% each, and by Bite - 20%, Damage (Claw ID3 Bite ID4). San loss for viewing a Zoog is ID3 unless a successful San roll is made. Once the Zoogs have been encountered and the San roll made, no further Sanity roll is necessary for seeing any further Zoogs.

DR. PHIBES PRESCRIBES

Ah, there you are you crawling creepies, thought you'd try and hide eh? Well I've got yer now so let's see the colour of yer money. I've assembled a small list of THINGS below witch (pun intended) I think you Ghouls will enjoy, so ere goes...

THE FIERY CROSS is available now (issue 2) A5 48pp, and contains The Harper - a new AD&D character class, a Man, Myth and Magic scenario, reviews, chat, two AD&D scenarios and an article on the Aztecs, this zine is nicely presented and well worth getting if you play AD&D. Price: 60p per issue from Tom Stacey, The Mill House, Rays Hill, Hawridge, Nr. Chesham, Bucks HP5 2UJ.

MANIC DEPRESSIVE issue 1, is out now and is 24A5 pp of FRP an' PBM material, issue one also features a couple of CoC items, 'Occult Works' is a listing of 34 Occult tomes with short notes for Keepers wishing to supply their scenarios with volumes for Occult Knowledge only, each tome is listed with a Language, Spell and Knowledge modifier and the list is quite useful. This zine also features a CoC scenario based on the Dr. Who story 'The Pyramids of Mars' plus a couple of CoC spells by Mark Green. In addition the zine offers chat, news and a fair zine listing. (A pity you got a few of the facts about --- DAGON wrong, Nick.). Price: 55p from Nick Edwards, Cherry Lea, Wells Road, Dundry, Bristol, AVON. BS18 8NE.

NEXT STOP JUPITER issue 1, is also out and features cartoons, chat articles on Fanzine buying, a good zine listing, silly interview with Logan Tamlyn and a list of redesigned weapons for TRAVELLER. There's also reviews and an article on Character Generation in MERCENARY. Plus short stories and a record of the 85 OWLMEET. JEZ KEEN the editor has his heart in the right place, so do try and send him yer cash or stamps to the value of 64p, (He will love yer if yer do) and tell him DAGON sent yer. 32 A5 pp from: Jez Keen, 1 Glenfield Road, Stockport SK4 2QP.

Please mention DAGON when sending for any of the above, cheers - Dr. Phibes.

The slimey staff on this issue were:

CARL T. FORD, Editor, writer, etc.
NICHOLAS COOK, Beggars & Tramps.
SIMON NICHOLSON, Gifts of the Gods.
BRUCE HUMPHREYS, Review of 'ToT'
NICK BASI & GEFF DOSANJH, Artists.

Issue 7 of DAGON will be out in May and will feature some new magic items, spells monsters articles for Keepers and a comic strip adaption of 'The Nameless Offspring' plus the usual creepy scenario. For 85p

A 6 issue subscription costs only £5.00 from the address at the bottom of this page.

THANKS THIS ISSUE GO TO:

All readers of DAGON, all the editors whose work is listed above, IMAGINE magazine for the kind reviews, especially Messrs. Cockburn & Lewis.
Mr. Gascoigne for the scenario pack,
A big TA! for Mr. B. Noys, for writing to IMAGINE and subsequently giving DAGON some free publicity and all of DAGON's staff.

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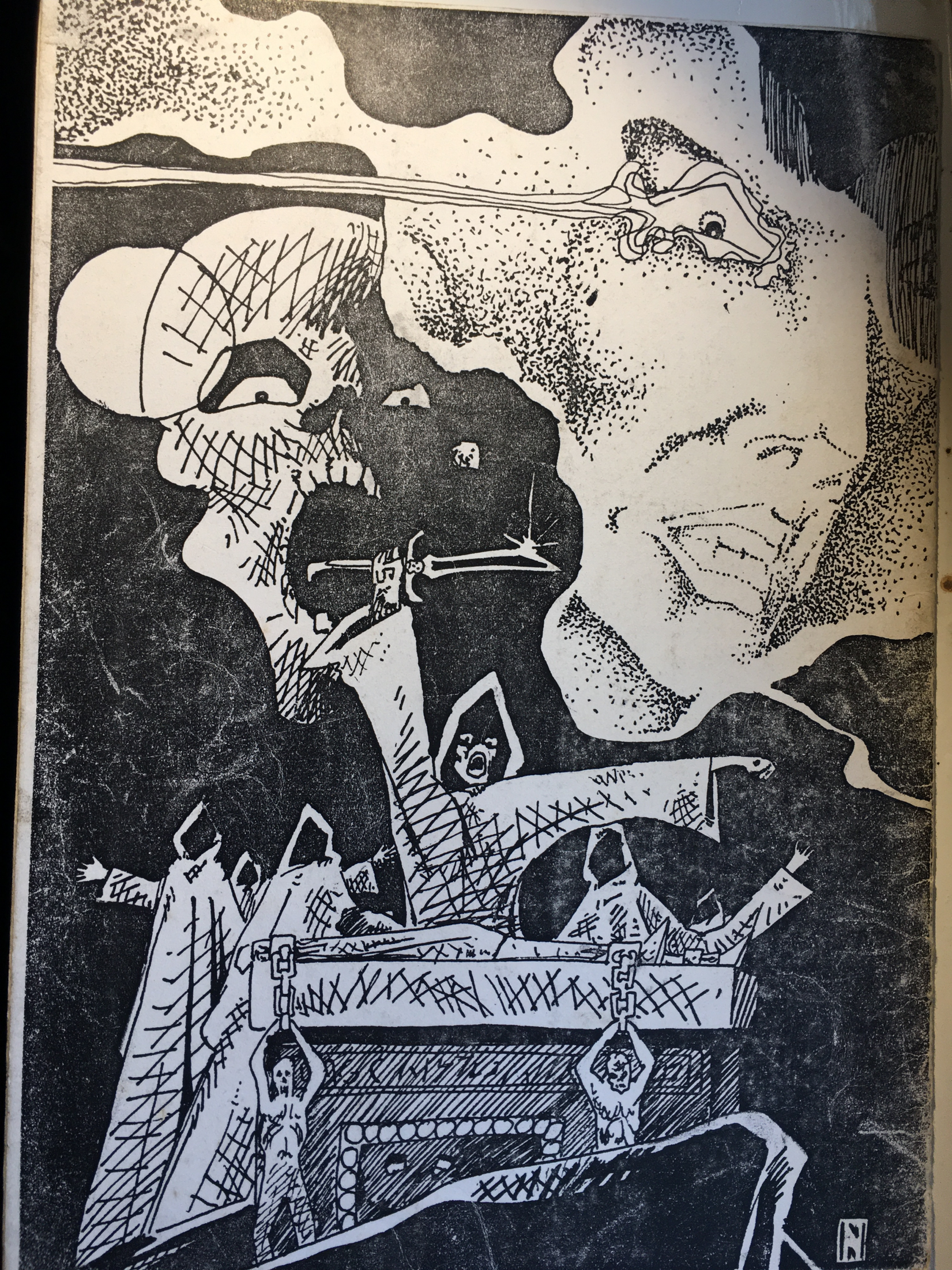
DAGON is produced for no profit and is run by fans for the fans, address for Subs. contributions & Mail is CARL T. FORD, 11 Warwick Road, Twickenham, Middlesex TW2 6SW.

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